(c)   wherein the operations include a mathematical operation for altering the texture information of the pixel data.

32.   (New) A method for programmable processing in a computer graphics pipeline, comprising:

(a)   providing pixel data including texture information; and

(b)   performing programmable operations on the pixel data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a predetermined instruction set;

(c)   wherein the operations include a mathematical operation for altering the texture information of the pixel data.

33.   (New) A method for programmable processing in a computer graphics pipeline, comprising:

(a)   receiving pixel data including color information; and

(b)   performing programmable operations on the pixel data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a predetermined instruction set;

(c)   wherein the operations include a mathematical operation for altering the color information of the pixel data.

34.   (New) A method for programmable processing in a computer graphics pipeline, comprising:

(a)   receiving pixel data including texture information and color information; and

(b)   performing programmable operations on the pixel data in order to generate output, wherein the operations are programmable by a user utilizing instructions from a single instruction set.